

# Computer Science & Engineering 423/823

## Design and Analysis of Algorithms

### Lecture 06 — Single-Source Shortest Paths (Chapter 24)

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# Introduction

- ▶ Given a weighted, directed graph  $G = (V, E)$  with weight function  $w : E \rightarrow \mathbb{R}$
- ▶ The **weight** of path  $p = \langle v_0, v_1, \dots, v_k \rangle$  is the sum of the weights of its edges:

$$w(p) = \sum_{i=1}^k w(v_{i-1}, v_i)$$

- ▶ Then the **shortest-path weight** from  $u$  to  $v$  is

$$\delta(u, v) = \begin{cases} \min\{w(p) : u \overset{p}{\rightsquigarrow} v\} & \text{if there is a path from } u \text{ to } v \\ \infty & \text{otherwise} \end{cases}$$

- ▶ A **shortest path** from  $u$  to  $v$  is any path  $p$  with weight  $w(p) = \delta(u, v)$
- ▶ **Applications:** Network routing, driving directions

# Types of Shortest Path Problems

Given  $G$  as described earlier,

- ▶ **Single-Source Shortest Paths:** Find shortest paths from **source** node  $s$  to every other node
- ▶ **Single-Destination Shortest Paths:** Find shortest paths from every node to **destination**  $t$ 
  - ▶ Can solve with SSSP solution. How?
- ▶ **Single-Pair Shortest Path:** Find shortest path from specific node  $u$  to specific node  $v$ 
  - ▶ Can solve via SSSP; no asymptotically faster algorithm known
- ▶ **All-Pairs Shortest Paths:** Find shortest paths between every pair of nodes
  - ▶ Can solve via repeated application of SSSP, but can do better

# Optimal Substructure of a Shortest Path

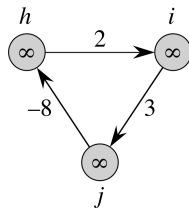
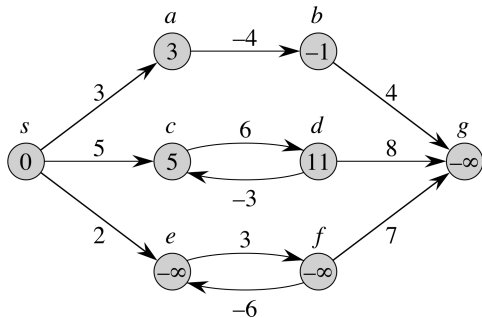
The shortest paths problem has the **optimal substructure property**: If  $p = \langle v_0, v_1, \dots, v_k \rangle$  is a SP from  $v_0$  to  $v_k$ , then for  $0 \leq i \leq j \leq k$ ,  $p_{ij} = \langle v_i, v_{i+1}, \dots, v_j \rangle$  is a SP from  $v_i$  to  $v_j$

**Proof:** Let  $p = v_0 \xrightarrow{p_{0i}} v_i \xrightarrow{p_{ij}} v_j \xrightarrow{p_{jk}} v_k$  with weight  $w(p) = w(p_{0i}) + w(p_{ij}) + w(p_{jk})$ . If there exists a path  $p'_{ij}$  from  $v_i$  to  $v_j$  with  $w(p'_{ij}) < w(p_{ij})$ , then  $p$  is not a SP since  $v_0 \xrightarrow{p_{0i}} v_i \xrightarrow{p'_{ij}} v_j \xrightarrow{p_{jk}} v_k$  has less weight than  $p$  □

# Negative-Weight Edges (1)

- ▶ What happens if the graph  $G$  has edges with negative weights?
- ▶ Dijkstra's algorithm cannot handle this, Bellman-Ford can, under the right circumstances (which circumstances?)

## Negative-Weight Edges (2)



# Cycles

- ▶ What kinds of cycles might appear in a shortest path?
  - ▶ Negative-weight cycle
  - ▶ Zero-weight cycle
  - ▶ Positive-weight cycle

# Relaxation

- ▶ Given weighted graph  $G = (V, E)$  with source node  $s \in V$  and other node  $v \in V$  ( $v \neq s$ ), we'll maintain  $d[v]$ , which is upper bound on  $\delta(s, v)$
- ▶ **Relaxation** of an edge  $(u, v)$  is the process of testing whether we can decrease  $d[v]$ , yielding a tighter upper bound



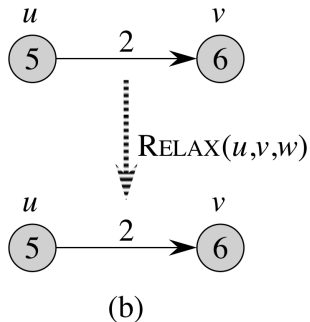
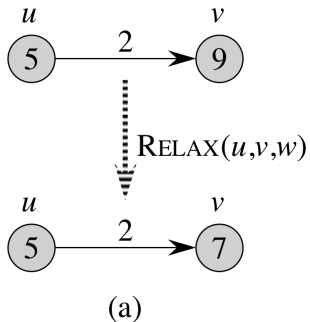
## Initialize-Single-Source( $G, s$ )

```
1 for each vertex  $v \in V$  do  
2   |  $d[v] = \infty$   
3   |  $\pi[v] = \text{NIL}$   
4 end  
5  $d[s] = 0$ 
```

## Relax( $u, v, w$ )

```
1 if  $d[v] > d[u] + w(u, v)$  then  
2    $d[v] = d[u] + w(u, v)$   
3    $\pi[v] = u$   
4
```

## Relaxation Example



Numbers in nodes are values of  $d$

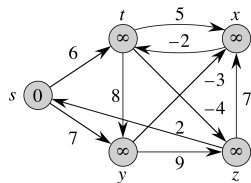
# Bellman-Ford Algorithm

- ▶ Works with negative-weight edges and detects if there is a negative-weight cycle
- ▶ Makes  $|V| - 1$  passes over all edges, relaxing each edge during each pass
  - ▶ No cycles implies all shortest paths have  $\leq |V| - 1$  edges, so that number of relaxations is sufficient

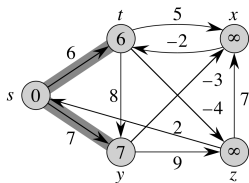
## Bellman-Ford( $G, w, s$ )

```
1 INITIALIZE-SINGLE-SOURCE( $G, s$ )
2 for  $i = 1$  to  $|V| - 1$  do
3   | for each edge  $(u, v) \in E$  do
4   |   | RELAX( $u, v, w$ )
5   | end
6 end
7 for each edge  $(u, v) \in E$  do
8   | if  $d[v] > d[u] + w(u, v)$  then
9   |   | return FALSE //  $G$  has a negative-wt cycle
10  |
11 end
12 return TRUE //  $G$  has no neg-wt cycle reachable frm  $s$ 
```

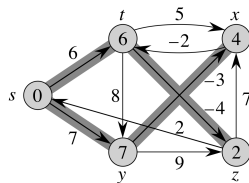
# Bellman-Ford Algorithm Example (1)



(a)



(b)

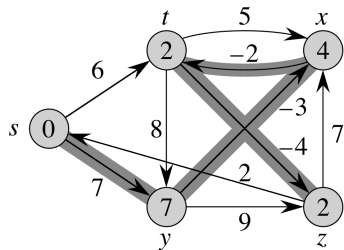


(c)

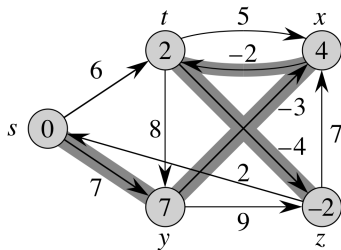
Within each pass, edges relaxed in this order:

$(t, x), (t, y), (t, z), (x, t), (y, x), (y, z), (z, x), (z, s), (s, t), (s, y)$

## Bellman-Ford Algorithm Example (2)



(d)



(e)

Within each pass, edges relaxed in this order:

$(t, x), (t, y), (t, z), (x, t), (y, x), (y, z), (z, x), (z, s), (s, t), (s, y)$

# Time Complexity of Bellman-Ford Algorithm

- ▶ INITIALIZE-SINGLE-SOURCE takes how much time?
- ▶ RELAX takes how much time?
- ▶ What is time complexity of relaxation steps (nested loops)?
- ▶ What is time complexity of steps to check for negative-weight cycles?
- ▶ What is total time complexity?



## Correctness of Bellman-Ford: Finds SP Lengths

- ▶ Assume no negative-weight cycles
- ▶ Since no cycles appear in SPs, every SP has at most  $|V| - 1$  edges
- ▶ Then define sets  $S_0, S_1, \dots, S_{|V|-1}$ :

$$S_k = \{v \in V : \exists s \overset{P}{\rightsquigarrow} v \text{ s.t. } \delta(s, v) = w(p) \text{ and } |p| \leq k\}$$

- ▶ **Loop invariant:** After  $i$ th iteration of outer relaxation loop (Line 2), for all  $v \in S_i$ , we have  $d[v] = \delta(s, v)$ 
  - ▶ aka **path-relaxation property** (Lemma 24.15)
  - ▶ Can prove via induction on  $i$ :
    - ▶ Obvious for  $i = 0$
    - ▶ If holds for  $v \in S_{i-1}$ , then definition of relaxation and optimal substructure  $\Rightarrow$  holds for  $v \in S_i$
- ▶ Implies that, after  $|V| - 1$  iterations,  $d[v] = \delta(s, v)$  for all  $v \in V = S_{|V|-1}$

## Correctness of Bellman-Ford: Detects Negative-Weight Cycles

- ▶ Let  $c = \langle v_0, v_1, \dots, v_k = v_0 \rangle$  be neg-weight cycle reachable from  $s$ :

$$\sum_{i=1}^k w(v_{i-1}, v_i) < 0$$

- ▶ If algorithm incorrectly returns TRUE, then (due to Line 8) for all nodes in the cycle ( $i = 1, 2, \dots, k$ ),

$$d[v_i] \leq d[v_{i-1}] + w(v_{i-1}, v_i)$$

- ▶ By summing, we get

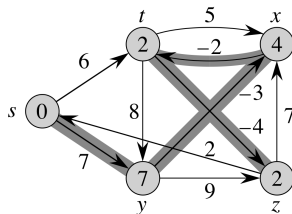
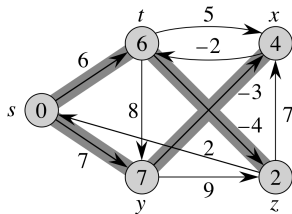
$$\sum_{i=1}^k d[v_i] \leq \sum_{i=1}^k d[v_{i-1}] + \sum_{i=1}^k w(v_{i-1}, v_i)$$

- ▶ Since  $v_0 = v_k$ ,  $\sum_{i=1}^k d[v_i] = \sum_{i=1}^k d[v_{i-1}]$
- ▶ This implies that  $0 \leq \sum_{i=1}^k w(v_{i-1}, v_i)$ , a contradiction



# SSSPs in Directed Acyclic Graphs

- ▶ Why did Bellman-Ford have to run  $|V| - 1$  iterations of edge relaxations?
- ▶ To confirm that SP information fully propagated to all nodes (path-relaxation property)

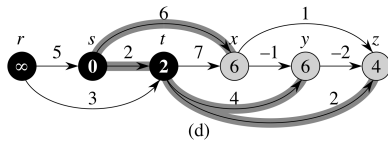
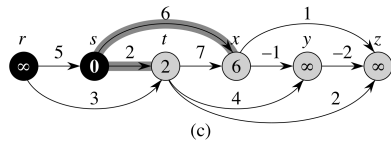
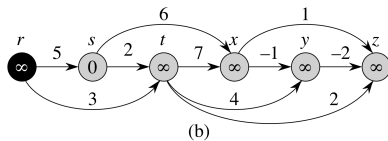
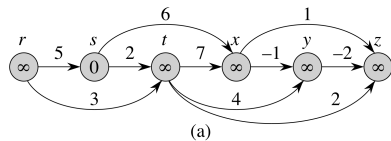


- ▶ What if we knew that, after we relaxed an edge just once, we would be completely done with it?
- ▶ Can do this if  $G$  a dag and we relax edges in correct order (what order?)

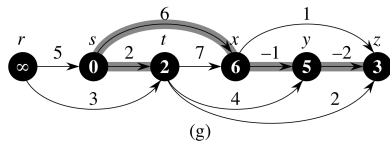
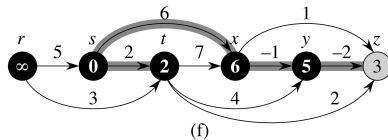
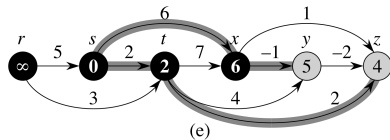
## Dag-Shortest-Paths( $G, w, s$ )

```
1 topologically sort the vertices of  $G$ 
2 INITIALIZE-SINGLE-SOURCE( $G, s$ )
3 for each vertex  $u \in V$ , taken in topo sorted order
  do
4   | for each  $v \in \text{Adj}[u]$  do
5   |   RELAX( $u, v, w$ )
6   | end
7 end
```

# SSSP dag Example (1)



## SSSP dag Example (2)



# Analysis

- ▶ Correctness follows from path-relaxation property similar to Bellman-Ford, except that relaxing edges in topologically sorted order implies we relax the edges of a shortest path in order □
- ▶ Topological sort takes how much time?
- ▶ INITIALIZE-SINGLE-SOURCE takes how much time?
- ▶ How many calls to RELAX?
- ▶ What is total time complexity?

# Dijkstra's Algorithm

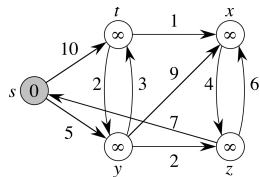
- ▶ Greedy algorithm
- ▶ Faster than Bellman-Ford
- ▶ Requires all edge weights to be nonnegative
- ▶ Maintains set  $S$  of vertices whose final shortest path weights from  $s$  have been determined
  - ▶ Repeatedly select  $u \in V \setminus S$  with minimum SP estimate, add  $u$  to  $S$ , and relax all edges leaving  $u$
- ▶ Uses min-priority queue to repeatedly make greedy choice



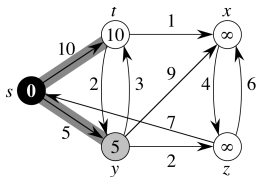
## Dijkstra( $G, w, s$ )

```
1 INITIALIZE-SINGLE-SOURCE( $G, s$ )
2  $S = \emptyset$ 
3  $Q = V$ 
4 while  $Q \neq \emptyset$  do
5    $u = \text{EXTRACT-MIN}(Q)$ 
6    $S = S \cup \{u\}$ 
7   for each  $v \in \text{Adj}[u]$  do
8      $\text{RELAX}(u, v, w)$ 
9   end
10 end
```

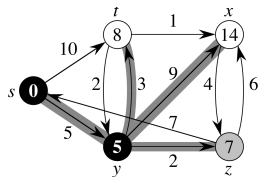
# Dijkstra's Algorithm Example (1)



(a)

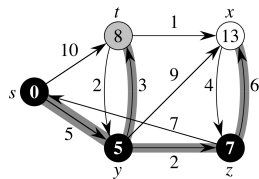


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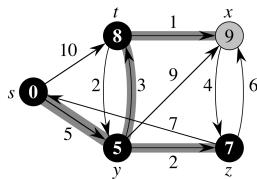


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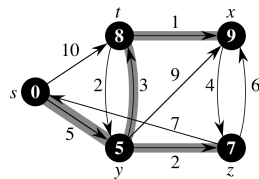
## Dijkstra's Algorithm Example (2)



(d)



(e)



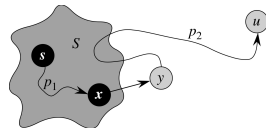
(f)

# Time Complexity of Dijkstra's Algorithm

- ▶ Using array to implement priority queue,
  - ▶ INITIALIZE-SINGLE-SOURCE takes how much time?
  - ▶ What is time complexity to create  $Q$ ?
  - ▶ How many calls to EXTRACT-MIN?
  - ▶ What is time complexity of EXTRACT-MIN?
  - ▶ How many calls to RELAX?
  - ▶ What is time complexity of RELAX?
  - ▶ What is total time complexity?
- ▶ Using heap to implement priority queue, what are the answers to the above questions?
- ▶ When might you choose one queue implementation over another?

# Correctness of Dijkstra's Algorithm

- ▶ **Invariant:** At the start of each iteration of the while loop,  $d[v] = \delta(s, v)$  for all  $v \in S$ 
  - ▶ **Proof:** Let  $u$  be first node added to  $S$  where  $d[u] \neq \delta(s, u)$
  - ▶ Let  $p = s \xrightarrow{p_1} x \rightarrow y \xrightarrow{p_2} u$  be SP to  $u$  and  $y$  first node on  $p$  in  $V - S$
  - ▶ Since  $y$ 's predecessor  $x \in S$ ,  $d[y] = \delta(s, y)$  due to relaxation of  $(x, y)$
  - ▶ Since  $y$  precedes  $u$  in  $p$  and edge wts non-negative:  
$$d[y] = \delta(s, y) \leq \delta(s, u) \leq d[u]$$
  - ▶ Since  $u$  was chosen before  $y$  in line 5,  $d[u] \leq d[y]$ , so  
 $d[y] = \delta(s, y) = \delta(s, u) = d[u]$ , a contradiction



Since all vertices eventually end up in  $S$ , get correctness of the algorithm □

# Linear Programming

- ▶ Given an  $m \times n$  matrix  $A$  and a size- $m$  vector  $b$  and a size- $n$  vector  $c$ , find a vector  $x$  of  $n$  elements that maximizes  $\sum_{i=1}^n c_i x_i$  subject to  $Ax \leq b$

- ▶ E.g.,  $c = [2 \quad -3]$ ,  $A = \begin{bmatrix} 1 & 1 \\ 1 & -2 \\ -1 & 0 \end{bmatrix}$ ,  $b = \begin{bmatrix} 22 \\ 4 \\ -8 \end{bmatrix}$  implies:

**maximize**  $2x_1 - 3x_2$  **subject to**

$$\begin{aligned} x_1 + x_2 &\leq 22 \\ x_1 - 2x_2 &\leq 4 \\ x_1 &\geq 8 \end{aligned}$$

- ▶ **Solution:**  $x_1 = 16$ ,  $x_2 = 6$

# Difference Constraints and Feasibility

- ▶ **Decision version of this problem:** No objective function to maximize; simply want to know if there exists a **feasible solution**, i.e., an  $x$  that satisfies  $Ax \leq b$
- ▶ Special case is when each row of  $A$  has exactly one 1 and one  $-1$ , resulting in a set of **difference constraints** of the form

$$x_j - x_i \leq b_k$$

- ▶ **Applications:** Any application in which a certain amount of time must pass between events ( $x$  variables represent times of events)

## Difference Constraints and Feasibility (2)

$$A = \begin{bmatrix} 1 & -1 & 0 & 0 & 0 \\ 1 & 0 & 0 & 0 & -1 \\ 0 & 1 & 0 & 0 & -1 \\ -1 & 0 & 1 & 0 & 0 \\ -1 & 0 & 0 & 1 & 0 \\ 0 & 0 & -1 & 1 & 0 \\ 0 & 0 & -1 & 0 & 1 \\ 0 & 0 & 0 & -1 & 1 \end{bmatrix} \quad \text{and } b = \begin{bmatrix} 0 \\ -1 \\ 1 \\ 5 \\ 4 \\ -1 \\ -3 \\ -3 \end{bmatrix}$$



## Difference Constraints and Feasibility (3)

Is there a setting for  $x_1, \dots, x_5$  satisfying:

$$x_1 - x_2 \leq 0$$

$$x_1 - x_5 \leq -1$$

$$x_2 - x_5 \leq 1$$

$$x_3 - x_1 \leq 5$$

$$x_4 - x_1 \leq 4$$

$$x_4 - x_3 \leq -1$$

$$x_5 - x_3 \leq -3$$

$$x_5 - x_4 \leq -3$$

One solution:  $x = (-5, -3, 0, -1, -4)$

# Constraint Graphs

- ▶ Can represent instances of this problem in a **constraint graph**  $G = (V, E)$
- ▶ Define a vertex for each variable, plus one more: If variables are  $x_1, \dots, x_n$ , get  $V = \{v_0, v_1, \dots, v_n\}$
- ▶ Add a directed edge for each constraint, plus an edge from  $v_0$  to each other vertex:

$$E = \{(v_i, v_j) : x_j - x_i \leq b_k \text{ is a constraint}\} \\ \cup \{(v_0, v_1), (v_0, v_2), \dots, (v_0, v_n)\}$$

- ▶ Weight of edge  $(v_i, v_j)$  is  $b_k$ , weight of  $(v_0, v_\ell)$  is 0 for all  $\ell \neq 0$

# Constraint Graph Example

$$x_1 - x_2 \leq 0$$

$$x_1 - x_5 \leq -1$$

$$x_2 - x_5 \leq 1$$

$$x_3 - x_1 \leq 5$$

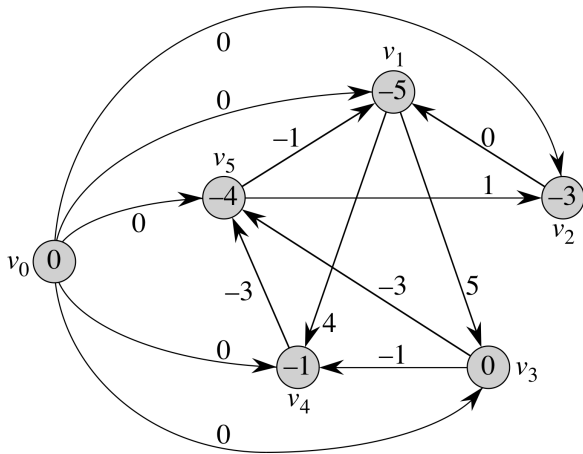
$$x_4 - x_1 \leq 4$$

$$x_4 - x_3 \leq -1$$

$$x_5 - x_3 \leq -3$$

$$x_5 - x_4 \leq -3$$

$(-5, -3, 0, -1, -4)$



## Solving Feasibility with Bellman-Ford

**Theorem:** Let  $G$  be constraint graph for system of difference constraints. If  $G$  has a negative-weight cycle, then there is no feasible solution. If  $G$  has no negative-weight cycle, then a feasible solution is

$$x = [\delta(v_0, v_1), \delta(v_0, v_2), \dots, \delta(v_0, v_n)]$$

- ▶ **Proof:** For any edge  $(v_i, v_j) \in E$ , triangle inequality says  $\delta(v_0, v_j) \leq \delta(v_0, v_i) + w(v_i, v_j)$ , so  $\delta(v_0, v_j) - \delta(v_0, v_i) \leq w(v_i, v_j)$   
 $\Rightarrow x_j = \delta(v_0, v_j)$  and  $x_i = \delta(v_0, v_i)$  satisfies constraint  $x_i - x_j \leq w(v_i, v_j)$
- ▶ If there is a negative-weight cycle  $c = \langle v_i, v_{i+1}, \dots, v_k = v_i \rangle$ , then there is a system of inequalities  $x_{i+1} - x_i \leq w(v_i, v_{i+1})$ ,  $x_{i+2} - x_{i+1} \leq w(v_{i+1}, v_{i+2})$ ,  $\dots$ ,  $x_k - x_{k-1} \leq w(v_{k-1}, v_k)$ . Summing both sides gives  $0 \leq w(c) < 0$ , implying that a negative-weight cycle indicates no solution □

Can solve with Bellman-Ford in time  $O(n^2 + nm)$